

brazino 777 como jogar

After 1.1 million plays in soft launch and countless updates, Vortelli's has finally been released globally on Poki. You can play it here: [//poki/en/g/vortellis-pizza](https://poki/en/g/vortellis-pizza)

My Journey with PlayCanvas

I started working with PlayCanvas in July of 2024. After one year of on and off work, I released a playable version of Vortelli's in mid-July 2024. After having spent so long working on the same project, I had no idea if it was any good. It received a small amount of attention from Twitter and the PlayCanvas forums. Around the same time, I sent a demo to Poki. I was absolutely delighted to learn that the Poki team loved the demo and wanted to work with me! I signed their publishing agreement and over the next few weeks, I worked with them to integrate their API and monetize the game with ads.

At the end of August, Vortelli's was soft launched in a few test regions, Brazil, France, Italy, Sweden and Turkey. This was my first time launching a game at scale and I had no idea what to expect. On the first day, my eyes were glued to the stats dashboard and I kept checking my game server logs over and over. I didn't get much actual work done that day! The player count peaked at 12 on the first day of soft launch.

The next day, I noticed a worrying netcode bug and players were leaving angry reviews complaining they couldn't click on anything in the game. After hours of stressful debugging, I found a time code bug in the netcode I'd written where players with low spec devices were sometimes getting desynced and weren't able to interact with objects in the game world. In a mild panic, I managed to implement and deploy a fix. I learned that the `dt` variable can drift over time making it unsuitable for precise time keeping, use `performance.now()` instead.

Unfortunately that was just the start of my problems.

The next morning I was woken up around 4:30am by a notification that all the servers were completely f